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Random Encounters Volume 4: 20 ADDITIONAL Epic Ideas For Your Role-playing Game



Synopsis

The best part of any gaming book is the little ideas. Great NPCs. Intriguing locations. Small, elegant rules. Campaign or adventure ideas. It doesn't matter which game or genre it's originally for, we can throw those ideas into any game we want. Random Encounters is a series of gaming books consisting of just the ideas. 20 short essays about cool stuff to try in your games. Character stuff. Monster stuff. Campaign arcs. Adventure ideas. Encounters. Play at table. House rules. All kinds of little ideas for you to read, take, use and alter to make your game all it can be. Here are 20 more simple and inspiring notions to bring your game play to another level. Based on the widely shared "RPG Thought of the Day" series from G+, these ideas are vetted, refined and given to you for whatever nefarious purposes you can dream up. For one dollar, that's five cents per idea.

Book Information

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Customer Reviews

As the tagline states it's another great addition to this series. Most of the time when I'm reading I have to slow down and either digest what I just read or grab my note pad and drop a few ideas. Great for gamers who aren't great at getting started or are in a what's next situation!

I have all five of the Random Encounters books. Both experienced GMs and especially someone just learning the ropes will find this book funny, informative, and a well of design ideas. I've been role playing since 1977 and I still learned something new from each essay.

Interesting ideas but not really things I would personally use.

Seriously, don't buy this book or read it. I want all the ideas to myself. If you buy it, then you will know the cool things I plan to use from it. Don't buy it. This book is mine.

The more I read from Mr. Brick, the more I suspect he has a penthouse view from my brain. Scary, for him.

It's alright, there's some really abrupt character changes that don't make a ton of sense

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